NES-7L-USA

CAPCOM® USA

SNOW BROTHERS™

SNOW BROTHERS
INSTRUCTION MANUAL

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A special message from CAPCOM

Thank you for selecting **Snow Brothers,** the latest addition to Capcom's library of titles. Following such hits as **The Little Mermaid** and **Tale Spin, Snow Brothers** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Snow Brothers features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

SAFETY PRECAUTIONS

1. Always make sure the power is off before inserting or removing the Game Pak.
2. Don't try to take the Game Pak apart, or touch its terminal connectors.
3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Set up your Nintendo Entertainment System and plug in controller 1. For two players, plug in controller 2 as well.

2. Insert the **Snow Brothers** Game Pak into your Nintendo Entertainment System and turn it on. The Title screen appears.

3. In a few moments, a demonstration game begins. Watch the Snow Brothers pack snowballs and snow-bowl the baddies into smithereens. Press the **Start** button at any time to return to the Title screen.

4. Press **Start** again to choose a one-player or two-player game. For one-player games, press **Start** to begin. For two-player games, press the Select button on controller 1 to move the marker to "2" Players." Then press **Start** on controller 1 to begin.

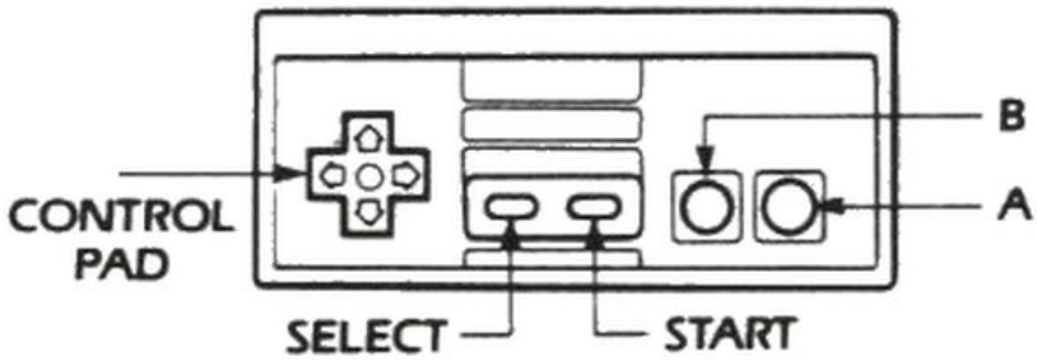
cont.

5. Read the story screens to find out how wicked King Scorch trapped Nick and Tom and kidnapped the Frost Princesses. When the story is over, press **Start** to scoot straight into action. *(You can also press Start at any time during the story to start the game.)*

Note: *Press the Reset button on the Nintendo Entertainment System at any time to start the game over from the beginning.*

S'NO TIME FOR FUN!

B-b-b-brrrrrrr! Nick and Tom are trapped in the freezing snowdrifts! But their hot determination to save the Princesses is more than a match for the cold ice and the chilly creatures in it. Magically, they transform into the mischievous, mighty Snow Brothers! Now, slipping, sliding, and slinging snow, they're about to make their escape!



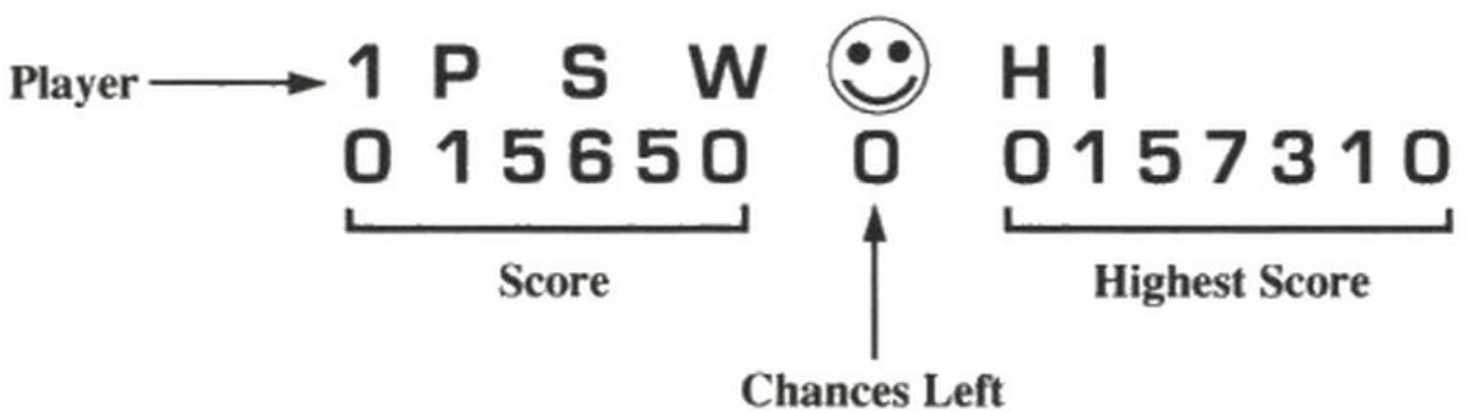
COLLING SNOW BROTHERS

TO DO THIS:	DO THIS:
• Run left or right.	Press the control pad left or right.
• Somersault up.	Press button **A**.
• Throw snow.	Press button **B**.
• Push a snowball.	Move Nick or Tom next to the snowball and press the control pad left or right.
• Roll a snowball.	Press button **B** while pushing the snow ball.
• Bounce a snowball up.	Stand under the snowball and press button **A**.
• Pause.	Press the **Start** button. Press it again to resume play.

FREEZIN' FLOORS

The Snow Brothers must climb from floor to floor to escape the cold. But each floor is packed with frosty creatures, all members of King Scorch's Ice Commandos. As the creatures crowd closer, Nick and Tom must pelt them with snow, packing each foe into a huge snowball. Then, the Snow Brothers can r-r-rooLLLLL the snowballs, and smash the cold baddies into ice-pops!

The top of the screen shows each player's score, and the highest score so far in the game. It also shows the number of chances each player has left.



FREEZIN' FLOORS cont.

Each player starts the game with 3 chances. Player 1 (Nick) has a blue snowsuit, and Player 2 (Tom) wears red. If you get caught by an ice foe, you lose one chance. But you'll keep coming back as long as you have chances left.

If you lose your last chance, watch the top of the screen. When the number 0 starts blinking, press button **A**. Your Snow Brother will reappear, and you'll get three more chances to win!

You can reappear 4 times in all. After that, if you lose your last chance, the game ends and the Princesses are lost forever in the wicked clutches of chilly King Scorch. *(In two-player games, Nick and Tom share 4 continues between them.)*

ICE FOES

Lots of little ice men are waiting to bop you off. They're cute as snowflakes, but don't be fooled. They're tricky, too.

Flying Pumpkin Head will pop up to chase you around. The grim ghost Chilblain may appear, cold as a sheet of ice and just as slippery.

As you climb the floors, your foes get bigger, badder and better at catching you. Pretty soon they'll be zipping around the ski slopes or turning into whirling Ice-Bats that are almost impossible to escape!

You can bury most of your enemies in mounds of snow. But if you let them sit too long, the snow will thaw and they'll be after you again!
If any of your ice enemies get too close, they can turn you into slush! S'no long, Snow Bro!

ICE FOES

Frogger

Fridge

Floe Frog I

Icy

Pumpkin Head

Igloo

Chilly

Shiver

Cold Fish

Chilblain

Ogroid

Ice-Bat

CHILLY TREATS

Bowl over a baddie with a snowball and you may get a chilly treat that'll warm you up! Run to the treat to pick it up. *(Be quick or it will melt away!)* Picking up chilly treats earns you cool bonus points!

There are plenty of treats for you to find. Here are only some of them:

Candy

Mushroom

Lollipop

Popsicle

Money Bag

Cake

Sandwich

HOT SAUCE!

Some of the Ice Commandos will drop jars of hot sauce when you bowl them over. Grab these for special powers that last until you lose your chance.

Red Hot Sauce - Gives you Speed Skates so you can run and jump faster.

Blue Hot Sauce - Gives you Power Shots so you can throw larger globs of snow.

Green Hot Sauce - Lets you throw your snow globs farther.

Two special jars give you super powers. One jar turns you into an invincible flying giant. With this power you can float anywhere, bonking off the Ice Commandos, and they can't hurt you!

The other jar warps you to King Scorch's treasure room for a few seconds. Pile up snow on the Snow Faces that appear, then roll them to start an avalanche. Each face you bowl over is worth 1 letter. If you can spell out the word "SNOW", you'll gain an extra chance. The letters you win appear at the top of the screen, above your score, and stay there until you spell out "SNOW" or the game end.

THE BOSS ROUND

Every tenth floor is a Boss Round. An enormous Abominable Snow Boss will hurl wicked little creatures at you. If you're not quick, you'll be caught! Roll huge snowballs on the Boss to freeze him into a cold blue sleep, and dash away quick!

THE BONUS ROUND

After the Boss Round, try your skill at the Bonus Round.
A giant slot machine appears. Press button **A** to start the wheels rolling. Then press button **A** once for each wheel that the glove points to. The wheels will crank to a halt.

You earn bonus points for each letter that shows up. The letters you collect appear at the top of the screen *(along with any letters you may have won in King Scorch's treasure room)*. Spell out "SNOW" to gain an extra chance. Spin a picture of a Snow Brother, and you'll also win an extra chance.
Note: *In two-player games, Player 1 spins first, and then Player 2 spins.*

SNOW TIPS

- Hot Sauce is a cool treat. If you can grab 3 different colors during 1 chance, you'll be the hottest thing on ice!
- Pile up a bit of snow on toes to stop them, then climb up high and make a big snowball. Roll the snowball to bowl away all the baddies and find a pile of bonus treats.
- Sometimes you'll take a ride on a rolling snowball. Press button **A** to jump out.
- After losing a chance, you flash for a few moments when your reappear. During this time the snow foes can't hurt you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

SNOW BROTHERS

Snowing the Enemy is a Real Ball!

When one of the Snow Brothers learns that his brother has been placed in the deep freeze, his temperature starts risin' and the snow balls start flyin'. But he's in for a chilly reception as little red devils and fire-breathing dragons try to melt him down to size. He'll have to be a cool customer to freeze these tricksters in their tracks.

- Face five hideous bosses as you storm across over 50 floors of red-hot action.
- Give your enemies the cold shoulder by squashing them with giant snowballs.
- Hot fun on the Game Boy.

Official Nintendo Seal of Quality

LICENSED BY Nintendo

OFFICIAL GAME BOY GAME PAK

CAPCOM USA

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Game counselors available 8 a.m. to 5 p.m. P.S.T. (408) 727-1665

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